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## **CLAIMS**

The invention is claimed as follows:

- 1. An electronic game, comprising: a base;
- a spinning unit affixed to said base and adapted to spin relative thereto, said spinning unit including a display mechanism adapted to displaying text that dictates actions to be taken in said electronic game;
  - a circuit for controlling said display mechanism; and
- a sensor including a magnet disposed in said base and a magnetic switch 10 disposed in said spinning unit for communicating with said circuit,

whereby said circuit triggers said display mechanism based on the communications from the sensor independent of a minimum speed requirement.

- 2. An electronic game according to claim 1, wherein said display mechanism includes light emitting diodes.
  - 3. An electronic game according to claim 1, wherein said spinning unit includes a speaker.
- 4. An electronic game according to claim 3, wherein said spinning unit includes a microphone for recording sounds to be played by said speaker.
  - 5. An electronic game according to claim 1, wherein said spinning unit includes a handle.

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- 6. An electronic game according to claim 5, wherein said handle includes at least one control button.
- 7. An electronic game according to claim 1, wherein said spinning unit is translucent plastic.

- 8. An electronic game according to claim 1, wherein said circuit is disposed in said spinning unit.
- 9. An electronic game according to claim 1, wherein said circuit is a microprocessor.
  - 10. An electronic game according to claim 1, wherein said display mechanism is a single row of light emitting diodes.
- 10 11. An electronic game according to claim 1, wherein said single row of light emitting diodes extends from an outer periphery of the spinning unit towards the center of the spinning unit.
- 12. An electronic game according to claim 11, wherein said single row includes seven light emitting diodes.
  - 13. An electronic game according to claim 11, wherein said spinning unit is substantially circular and said single row extends along a radial line thereof.

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- 14. An electronic game, comprising a base;
- a spinning body adjacent said base and adapted to rotate relative thereto;
- a display mechanism disposed on said spinning body and adapted to display a text message when said spinning body is rotating; and
  - a circuit in electrical communication with said display mechanism and adapted to communicate the text to be displayed; and
- a sensor including a magnet and a magnetic switch in electrical communication with said circuit, and adapted to communicate to said circuit when said spinning body is rotating, thereby effecting initiation of the text display.

- 15. An electronic game according to claim 14, wherein said sensor is configured such that is can determine the rotational speed at which the spinning body is rotating, thereby effecting regulation of the text display.
- 5 16. An electronic game according to claim 14, wherein said spinning body is coupled to said base.
  - 17. An electronic game according to claim 16, wherein said spinning body is substantially surrounded by said base.

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- 18. An electronic game according to claim 14, wherein said magnet is disposed in said base; and said magnetic switch is disposed in said spinning body.
- 15 19. An electronic game according to claim 14, wherein said display mechanism includes light emitting diodes.
  - 20. An electronic game according to claim 14, wherein said spinning body includes a speaker.

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- 21. An electronic game according to claim 20, wherein said spinning body includes a microphone for recording sounds to be played by said speaker.
- 25 22. An electronic game according to claim 14, wherein said display mechanism is a single row of light emitting diodes.
- 23. An electronic game according to claim 22, wherein said single row of light emitting diodes extends from an outer periphery of the spinning body towards the center of the spinning body.

- 24. An electronic game according to claim 23, wherein said single row includes seven light emitting diodes.
- An electronic game according to claim 23, wherein
   said spinning body is substantially circular and said single row extends along a radial line thereof.
  - 26. An electronic game according to claim 14, wherein said spinning body includes a handle.
  - 27. An electronic game according to claim 26, wherein said handle includes at least one control button.

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28. A method of displaying text for an electronic gaming device, the
15 gaming device having a spinning unit and a base, the method comprising the steps of
rotating the spinning unit relative to the base;
using a sensor to generate information by determining when the spinning unit
makes a complete revolution, and the rate at which the spinning unit revolves; and

initiating a text display based on the information from the sensor.

- 29. A method according to claim 28, wherein the step of using a sensor includes using a magnet and a magnetic switch.
- 30. A method according to claim 28, wherein
   25 the step of initiating a text display includes text formed from a single row of light emitting diodes.
  - 31. A method according to claim 30, wherein the spinning unit is substantially circular; and the single row of light emitting diodes extends along a radial line of said spinning unit.

- 32. A method according to claim 28, further including the step of regulating the text display using the information from the sensor.
- 33. A method according to claim 32, wherein
- 5 the regulating step includes regulating the text display using the rate at which the spinning unit revolves.
  - 34. A method of playing an electronic game with a spinning electronic display, comprising the steps of
- spinning a body that is coupled to a base, the body including at least two lights positioned thereon;

activating a magnetic sensor that determines if the body is spinning relative to the base;

reading a text display formed by the lights positioned on the spinning body

being selectively activated when the sensor indicates that the body is spinning; and
taking action dependent upon the text display.